

BASIC RESPONSES

Jump raises - minors limit forcing Other: Preemptive

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Jump shifts after minor opening 16+ solid suit

Jump shifts after major opening Mini or maxi splinters

Responses to strong 2 suit opening

Responses to 2NT opening 3C is correctible, 3D is an enquiry

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

Underlead Other:

Four or more with an honour 4th highest attitude

3rd/5th Other:

From 4 small 2nd highest Other: Could be 4th

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Count at NT

Signal on declarer's lead Count

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 14 30

4♣ Gerber when? Over 1NT only

Other Conventions

Over our Gambling 3NT 4D asks for shortage and 4NT asks for length. After 1C opening and weak response (1D X,XX, pass) and 2 level interference 2NT is Lebensohl style.

1D - 1Maj; 3D=6 card and 3 card support After 1C opening and positive response

After 1C; 1NT= 9+ with Ds X is penalty.

After 1C; 2D = bal 9-11 or 15+



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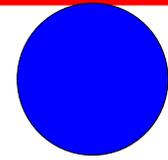
STANDARD SYSTEM CARD

Names: Gary Ridgway Arthur Robbins

ABF Nos:

Basic System: Precision

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16hcp 0 1♦ 11-15 4(1in3/4) 1♥ 11-15 5(4) 1♠ 11-15 5

1 NT 12-15 in 1st/2nd, 14-15 in 3rd/4th. may contain 5 card major

2♣ Stayman: simple extended Other: 2NT to 2C is any max

Transfers 2♦ > H 2♥ > S 2♠ > C

2 NT > D Other:

2♣ 10-15, 5 clubs + 4 major or 6+clubs. 2D enquiry.

2♦ 6-10, major - may be 5 card not vul. 2NT enquiry.

2♥ 6-10, 5+H and 4+S. 2NT enquiry.

2♠ 6-10, 5+S and 4+ minor. 2NT enquiry.

2 NT 6-10, 5/5 H and minor. 3D enquiry.

3 NT Gambling, long solid minor with no outside A or K

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Big Heart. After 1C - 1D; 1H shows 19+ Jump shift over 1H/S is min/max splinters unbalanced or 20+ balanced. Jump shift over 1NT is 13+ 4441.

2H opening shows both majors. In 3rd/4th 1NT is 14/15 and 1D is 1+ D.

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Wk NV/Int Vul Unusual NT Minors over M. Other m +M over m.

1NT overcall (immediate) 15(14)-18 (re-opening) 11-14 stopper.

Immed cue of minor Both Majors 5/4 6-11 or 17+

Immed cue of major Other M + m 5/5 6-11 or 17+

Over opponent's 1NT (weak) X=S+another, 2C=C+D/H, 2D=D/H, 2H nat. All 10+.

Over opponent's 1NT (strong) As above.

Over weak twos X=takeout. Lebensohl.

Over opening threes X=takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	Negative 0-8 (0)	2NT	12-14 balanced
	1♥/♠	9+ (5)	3♣	9+ 4414 dist.
	1NT	9+ (5 diamonds)	3♦	9+ 4144 dist.
	2♣	9+ (5)	3♥	9+ 1444 dist.
	2♦	Balanced 9-11 or 15+	3♠	9+ 4441 dist.
	2♥	5-8 (6)	3NT	
	2♠	5-8 (6)	4 bids	
1♦	1♥/♠	7+ (4)	3♣	16+ (6)
	1NT	7-10	3♦	<11 (4) preemptive
	2♣	11+ (4)	3♥	12+ splinter
	2♦	6-10 (4)	3♠	12+ splinter
	2♥	16+ (6)	3NT	RKC Step1 response is weak
	2♠	16+ (6)	4♦	<11 (5)
	2NT	11+ (4+D) & no 4 card M	4 Other	4C = 12+ splinter
1♥/♠	1NT	7-10	3♣	Splinter. Mini or maxi.
	2♣	11+ (4)	3♦	Splinter. Mini or maxi.
	2♦	11+ (4)	3♥/♠	<10 (4) preemptive.
	2♥/♠	6-9 (10) (3)	3NT	RKC Step1 response is weak
	2NT	10-15 raise	4♣/♦	12+ splinter with 6 LTC.
2♣	2♦	Ask. Usually 12+	2♥/♠	One round force (5)
	other	3NT is RKC Step1 response is weak		
2♦	2♥	Correctible	3♣/♦	Forcing & natural
	2♠	Good H raise	3♥/♠	3H correctible, 3S nat, forcing
	2NT	Ask. Usually 13+	3NT	To play
2♥/♠	2NT	Ask. Usually 13+	3NT	17+ 5/5 minors
	3♣/♦	16+ over 2H. Correct over 2S	4♣/♦	RKC for H/S resp over 2H
	3♥/♠	To play over 2H.	4♥/♠	To play over 2H.
2NT	3♣	Correctible	4♣	Preemptive, correctible
	3♦	Asking	4♦	Invite to 6H if <2 losers in D.
	3♥	To play	4♥	To play
	3♠	Forcing & natural	4♠	Invite to 6H if <2 losers in S.
	3NT	To play.	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	13+ 4441. Bid suit below singleton.
3♥/3♠	13+ 4441. Bid suit below singleton.
4♣	Gerber - normal
4♦	To play
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Both minors over a major. Other minor and a major over a minor.

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening 4C=H> or =S, 4D=S>H

Defence to opening Two's: Multi 2♦ X=16+ 2H,S show 4+ with 12-15.

Lebensohl after X and 2H/S overcall.

RCO style 2-s X=16+ Lebensohl

Other 2-s

Over 2NT (minors) 3C/3D for majors 3C=11-14, 3D=15+

Defence to strong ♣

X= good 1/2 suiter. 1NT=C/H or D/S. 1D,H,S & 2C natural

Jumps show that suit and the suit above 5/4. 2NT=minors.

Lebensohl Over NT interference After interference over our 1C and

Other uses weak response. Over weak 2s inc multi and RCOs. (1S) X (2S)

Take out of 4 level pre-empts 4♣/4♦ X=TO Cue =2 suiter

4♥ X=T/O 4N=m 4♠ X=Pts 4NT=2 suiter

OTHER NOTES

Vs 2NT (minors) opening - 3D is stronger than 3C - both are T/O for majors.

After 2NT (minors) interference; 3C= GF other major, 3D= GF bid major, X=3/3+ mins

and 4 other major, pass followed by X is penalties, 3H/S are invites.